

(19)



JAPANESE PATENT OFFICE

PATENT ABSTRACTS OF JAPAN

(11) Publication number: **2003006675 A**

(43) Date of publication of application: **10.01.2003**

(51) Int. Cl. **G06T 17/40**
A63F 13/00, G06T 15/00

(21) Application number: **2002043942**
(22) Date of filing: **20.02.2002**
(30) Priority: **22.02.2001 JP 2001047434**
16.04.2001 JP 2001117363

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(54) **METHOD AND DEVICE FOR CONTROLLING
IMAGE DISPLAY, RECORDING MEDIUM
RECORDING THE SAME METHOD AND GAME
MACHINE**

ings with ruggedness. In such a case, each of leaf polygons 222 can not become the hit-back plane of a ball 212 and the floor wall 206C is judged as a plane.

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(57) Abstract:

PROBLEM TO BE SOLVED: To maintain virtual feelings or the like when a player plays a game without disordering the balance as an image by displaying characters or the like on a screen just like a telop.

SOLUTION: On a floor wall 206C in a background image 202, characters 220 required to be displayed are displayed at all the time. Such a character (numeral) 220 is composed of the aggregate of a plurality of leaf polygons 222. The gradation is applied to each of leaf polygons 222 corresponding to a camera viewpoint and as a result, the character is displayed on the floor wall 206C in the state of three-dimensional feel-

